

Issue 35 | December 2009

# PLAYZINE

Free Magazine for Handheld and Wii Gamers. *Pass it on to your friends and family*

REVIEWED!



**LITTLEBIGPLANET**

*Squeezed onto the PSP*



REVIEWED!



**GHOSTBUSTERS**

*Go on, give 'em a ring!*



REVIEWED!



**MODERN WARFARE: REFLEX**

*Finally on the Wii!*



FIRST LOOK!



**SAFARI WII**

*We hunted it down*



REVIEWED!

**SUPER MARIO BROS. WII**

*Huge review and feature inside!*



REVIEWED!



**DJ HERO**

*Are you the deckmaster?*

INTERVIEWED!

**NIGHT & MAGIC**

*A time for heroes*



REVIEWED!

**MODERN WARFARE MOBILIZED**

*The DS declares war!*





# WELCOME



Modern Warfare finally arrives on Wii – and also returns on DS, too. What with those two, plus a new Mario game, DJ Hero and other big titles like Ghostbusters and LittleBigPlanet, it's clear that the Christmas gaming rush is about to begin! Hope you have a brilliant one, and we'll see you all in the new year!

Dean Mortlock, Editor  
HGZine@gamerzines.com

CHECK THIS!



Modern Warfare Reflex



Super Mario Bros. Wii

Can classic Mario gameplay translate into one of the best Wii games of the year? Read on to find out...

DJ Hero

The Hero series takes on the dance world!



LittleBigPlanet

Sackboy comes to the PSP!



David Scammell  
David's middle name is 'Sackboy'.  
We blame the parents.

## QUICK FINDER

Every game's just a click away!

### PREVIEWS

NINTENDO WII  
Safar'Wii

### REVIEWS

NINTENDO WII  
Super Mario Bros. Wii

- Modern Warfare: Reflex
- Ghostbusters
- DJ Hero
- NINTENDO DS
- Modern Warfare
- Mobilized
- Sony PSP
- LittleBigPlanet



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We recommend you close and re-open the magazine and select "Play" when asked about the multimedia to enjoy the magazine as intended.



# ASSASSIN'S CREED II

20.11.09



PlayStation  
Network

"IN A WORD, INSTABUY"

VG247

"THE MOST ANTICIPATED  
GAME OF THE YEAR"

ZOO



PLAYBACK OPTIONS:

18

www.pegi.info



UBISOFT



PS3

PlayStation 3



CONTROL →





info



FROM: Nobilis  
A BIT LIKE...  
Afrika (PS3)

WEB: [www.safari-wii.com](http://www.safari-wii.com)  
OUT: 31st March 2010



# SAFAR'Wii

Are you ready for a rumble in the jungle?

## WHAT'S THE STORY?

Pack your bags! Nobilis are jetting us off on an exciting adventure to Animal Island. Playing as an Animal News reporter, it's your job to capture the emotion and excitement of the island through a camera lens, taking pictures of the animals as they go about their business and storing them in your photo album. The story may not be up to much, but that doesn't matter, as Safari'Wii's all about the heart-pumping experience of getting up close and personal with the animals, and watch as they realistically spring

You can explore the island in your jeep before jumping out to get closer to the animals.



to life on your television screen.

## WHAT DO WE KNOW SO FAR?

Okay, so Safari'Wii may not be able to offer quite the same level of excitement as a real African adventure, but it certainly does a great job of emulating that experience. Huge herds of elephants wander the dusty plains, giraffes feed on the tall plants and zebras graze aback the terrific sun. But will you be there to witness a lion stalk its prey, or catch its cubs playing and sleeping with its mother?

## WHEN DO WE GET MORE?

You should probably start packing your bags for the adventure now, as Safari'Wii hits Wii in March!

## ANYTHING ELSE THAT WE SHOULD KNOW ABOUT?

There are 21 species of animal included in Safari'Wii and you'll get to learn a little bit about them via the game's Animal File, an in-game filofax-of-sorts that outlines each of the creatures in great detail. Whoever said games couldn't be educational? Not us. 🐾

Latest News

'You telling the truth?' 'No, I'm lion...' Geddit?



## Best Bit

Once you've spent enough time with the animals to gain their trust, you'll be able to do all manner of exciting things, including hugging a panda bear or riding an elephant. But be sure to capture these moments on film, as they'll likely be few and far between.



Be careful not to freak out the elephants when you're close.





# ABOUT DONE WITH BANANA PEELS AND GO-KARTS?



www.pegi.info



PLAYBACK OPTIONS:

SOME GAMES ARE FOR PASSING THE TIME,  
AND SOME GAMES ARE FOR TEACHING YOUR  
FRIENDS WHO'S BOSS. CUSTOMISE YOUR RIDE  
AND NITRO PAST THE REST WHILE YOU LEAVE  
THE COPS IN THE DUST. READY TO MOVE ON TO  
SOME REAL RACING? [NITRO.NEEDFORSPEED.COM](http://NITRO.NEEDFORSPEED.COM)



IN STORES 06.11.09

CUSTOM BUILT FOR **Wii**  
AND NINTENDO DS.



CONTROL →



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Epic Mickey

FROM: Disney OUT: Q3 2010

A re-imagining of one the most recognisable characters on the planet? Who'd have thunk it? There's some serious trust been placed in Deus Ex creator and lifelong Mickey fan Warren Spector, who's been given the enviable opportunity to run riot with the creative brush and deliver a Mickey Mouse unlike you've ever seen before. Expect a dark world strongly influenced by plenty of Disney adventures.

WII

Dante's inferno

FROM: EA OUT: 12th February

Dante's Inferno might have more in common with God of War than Deep Impact does with Armageddon, but nevertheless we're expecting some top-tier entertainment out of Dante's hellbound adventure. It's horrifically violent and home to some strong sexual undertones, which means Dante's is definitely one to keep out of reach of the young 'uns, as our anti-hero slays mythical beasts on his journey through the pits of hell.

PSP

The Legend of Zelda: Spirit Tracks

FROM: Nintendo OUT: 11th December

Think you know the Zelda games and their princess-saving ways? Think again. In Nintendo's own words, this time it all changes. For the first time in the series, Spirit Tracks tasks players with working alongside Zelda (or rather, her spirit) as they traverse dungeons and solve puzzle. Featuring all-new gameplay that allows players to control both Link and possessed suits of armour, could Spirit Tracks be the perfect DS game to wake up to on Christmas morning? You betcha!

DS

Astro Boy

FROM: Namco Bandai OUT: 15th January

The mini Superman will be hoping for some super reviews this January when his game launches alongside the computer-generated movie. Sticking closely to the events of the film, Astro Boy sees our brown-eyed boy robot take to the skies to save Metro City from the evil President Stone, using his Finger Lasers, Arm Cannon, Butt Machine Guns and Drill Attacks to fend off wave after wave of enemies.

WII

PSP

PS2

DS

future releases

Best start saving! Here are the top games coming soon...

James Cameron's Avatar

Wii, DS, PSP

December

Tekken 6

PSP

December

Scene It?

Wii

December

Army of Two: The 40th Day

PSP

January

Ratsunoko vs. Capcom

Wii

January

MX vs. ATV Reflex

PSP, DS

February

Safari Wii

Wii

February

CONTROL →

?

←

→



# Phantasy Star Zero

**FROM:** SEGA **OUT:** Q1 2010

**P**hantasy Star's one of those series' fuelled by innovation, leading the way for the genre way back in the days of the Master System, as well as being the first online-enabled console RPG with the arrival of the Dreamcast's Phantasy Star Online. And SEGA are looking to continue that trend with Zero. Zero may not technically be the DS's first online RPG – that honour has already been taken by Contact – but it's likely the closest we've gotten yet to World of Warcraft on the handheld.



# future releases

More games heading your way in the not-so-near future



# Calling

**FROM:** Konami **OUT:** Q1 2010

**B**oo! Freaked out a little by the screens above? Then be sure to steer clear of this one. Calling's a horror adventure from the guys behind Bomberman and is another step in the right direction for catering towards the adult Wii market. The Wii-mote doubles up as the lead character's telephone, so we can expect plenty of freaky phone calls coming out of that little speaker as we attempt to escape from the 'Border', a nightmarish land said to be located between life and death. Spooky!

# Fragile: Farewell Ruins of the Moon

**FROM:** Rising Star Games **OUT:** Q1 2010

**T**he latest RPG from Eternal Sonata developers Tri-Crescendo follows the tale of a young lad called Sato who finds that the world's population has suddenly disappeared. Left alone to roam the planet's cities, Sato must discover the reason behind the planet's sudden abandonment and deal with the ghostly goings-on deep within the planet's mysterious ruins.



# Alvin & The Chipmunks: The Squeakquel



**FROM:** Majesco **OUT:** December

**O**ur cheery little chipmunks' pun-tastic second outing gets underway this Christmas when our furry pals return to the silver screen. The game's a rhythm-action title, similar to something like Guitar Hero, that has the boys jetting off around the world and competing against rival girl group The Chipettes or singing with them in a duet. If you want hours of high-pitched music to accompany your Christmas pud this year, you know where it's at.

**System Flaw**  
DS  
February

**Arthur & The  
revenge of  
Maltazard**  
Wii, DS  
Q1 2010

**Avalon Code**  
DS  
Q1 2010

**dementia 2**  
DS  
Q1 2010

**Half-minute  
Hero**  
PSP  
Q1 2010

**Night & Magic:  
Clash of Heroes**  
DS  
Q1 2010

**Trauma  
Team**  
Wii  
Q1 2010



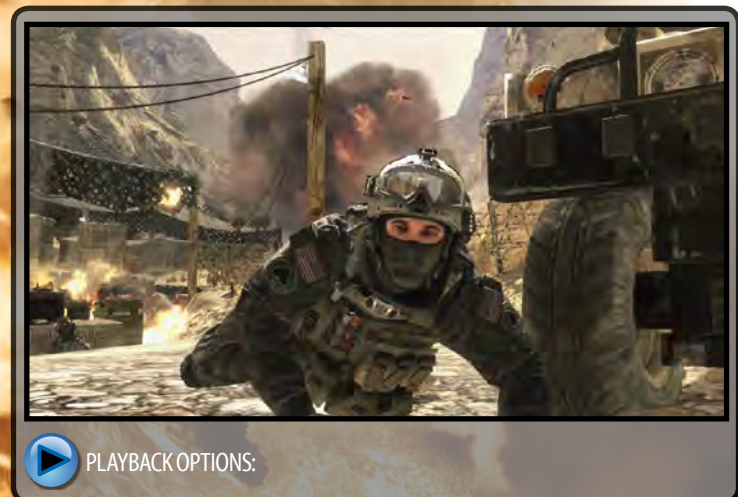
"THE BENCHMARK FOR ACTION GAMES  
HAS JUST BEEN RAISED"

- CVG.COM

# CALL OF DUTY MODERN WARFARE 2

10TH NOVEMBER 2009

THE SEQUEL TO THE  
BEST-SELLING FIRST-PERSON ACTION GAME OF ALL TIME.



CHECK OUT: MODERNWARFARE2.COM



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# interview

# THAT'S MAGIC!

As fans of both the **Might & Magic** series and also the odd puzzle game, **Clash of Heroes** seems like gaming heaven to us. We asked the developers to tell us more...



**How did the concept of a puzzle game in the Might & Magic universe come about?**

Capy's Creative Director, Kris Piotrowski, developed a concept for a strategy-meets-puzzle battle system. Kris pitched it to the team and we immediately knew we could make a really unique game out of it, so Kris and Lead Designer Greg Georgiadis worked on hammering out all the details and nuances.

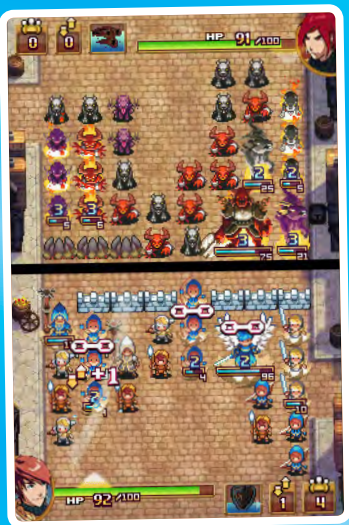
When we discussed the idea with Ubisoft, they were extremely keen to blend the unique battle system with the rich lore and history of the Might & Magic universe. Normally, Capy would be a little apprehensive about trying to shoehorn a world around a concept, but the M&M world fit our game concept like a glove. On top of that, Capy knew the long-standing history that M&M has in the world of PC gaming, and we felt that although the battle system has puzzle elements,

the strategic side of the battle system stayed true to the brand's history.

**The art style is very Manga-influenced. What was the reason behind the choice of that particular style?**

I think there were a few reasons, to be honest. On Capy's side, we are much more interested in stylised, and 'less serious' art in our games. It's just what our studio loves to do, so we felt like we needed to stick to what we are passionate about rather than try to painfully squeeze out serious, gritty art for the sake of it. Also, we've always been influenced by Japanese games – particularly the great SNES RPGs like Secret of Mana, Final Fantasy, and so on.

When we were initially discussing the art style, Capy knew we wanted to aim to make something that honored that tradition. Here's hoping people feel we've succeeded.



**What are the main differences between the five heroes you play as in the game?**

Each hero commands up to eight different units, which provides a ton of battle variation in the game. However, the different heroes themselves also have some big differentiating aspects. For example, each hero has their own unique Hero Spell. In battle, as you deal or receive damage, your Hero Spell meter fills, and when it's full you can launch a Hero Spell. Anwen, the Sylvan hero, has a Hero Spell called 'Sniper Shot' which lets you launch a

→

HP 60/60

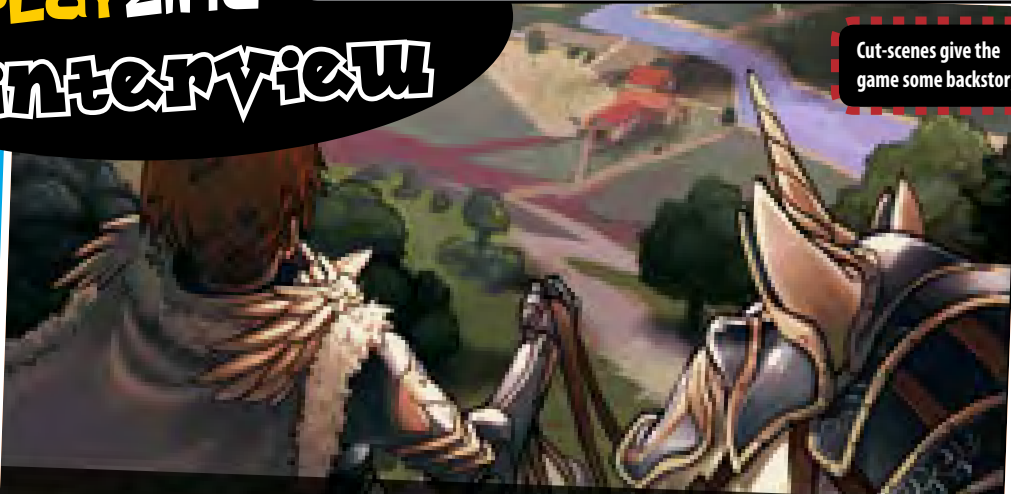
HP 55/55

PLAYER TURN

Strategy comes in when deciding whether to build up your defences or create stronger warriors.



# interview



Cut-scenes give the game some backstory.

Godric has visited the city before and never with

“WE LEARNED THAT BARF IS AN EFFECTIVE GAMEPLAY ELEMENT - AND WE APPLIED THAT TO CLASH OF HEROES”

## → INTERVIEW CONTINUED

powerful magic arrow into a column of your choosing. Every hero has a unique

spell, and each offers a different strategic option.

Each hero also has different stats – some are stronger and have more HP, others can reinforce larger amounts of units faster, while others have stronger defence. In short, each hero will require you to vary your strategies within the battle system.

**You also created Critter Crunch – what lessons did you learn from making that game which helped in making Clash of Heroes?**

We learned that barf is an effective gameplay element – and we applied this to Clash of Heroes (seriously)!

I think developing Critter Crunch and Clash of Heroes simultaneously

really helped Capy, as our whole studio was in ‘make original puzzle-style games’ mode. We could take people from the Critter Crunch team and get great input on Clash of Heroes, and vice-versa.

Also, we were crafting the multiplayer modes of both games simultaneously, and it really drove home how much fun and excitement battling against a friend can add to a puzzle (or strategy/puzzle) game. When both games had their versus modes fully implemented, the development of both games really advance – although we did lose a lot of time to intense playtesting sessions that often involved yelling, swearing and smashing of various things.

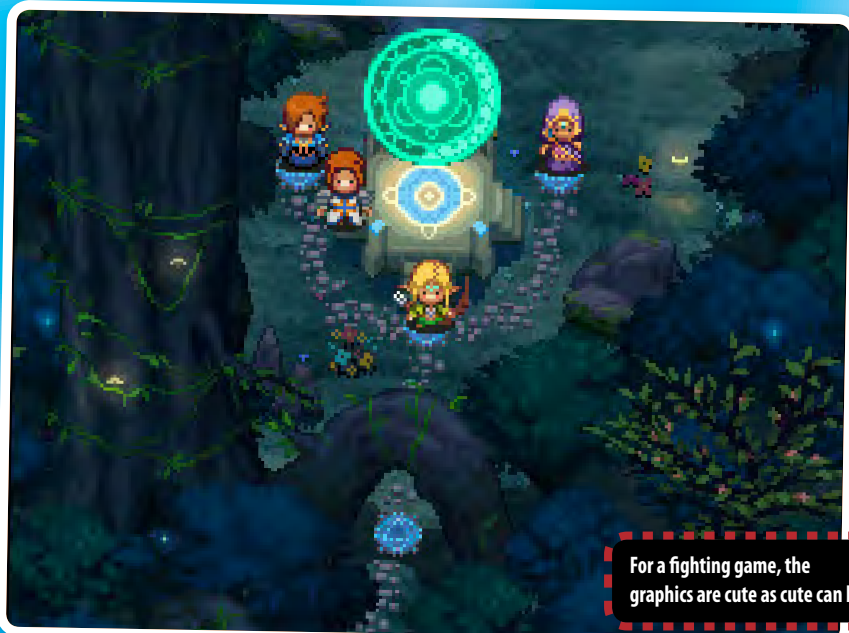
**How would you try to sell this game to someone who had no**

**prior interest in the Might & Magic series?**

The depth of the strategy would be for me, the 35-year-old father and geek that I am, the main reason why I would want to get into that game. Then of course it is also a good way to discover the Might & Magic universe and the work that our writers and artists have put in the world over the past five years!

**If the game is a success, will you be looking to bring the game to other formats, or perhaps even releasing a sequel?**

To me, the game is already a success, looking at all the great coverage and comments we’ve got. We have lots of plans with Nathan of cool things to do, so now it is just a matter of choosing which one... 🐉



For a fighting game, the graphics are cute as cute can be!



**FROM:** Ubisoft  
**A BIT LIKE:** Puzzle Quest  
**LINK:** <http://mightandmagic.uk.ubi.com>  
**ETA:** Spring 2010





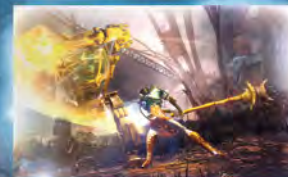
JAMES CAMERON'S

# AVATAR

## THE GAME



PLAYBACK OPTIONS:



"LEAPS AND BOUNDS  
AHEAD OF WHAT MOST  
LICENSED MOVIE  
GAMES OFFER"



04.12.2009

AVATARGAME.UK.UBI.COM



PS3

PSP

Wii

NINTENDO DS



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CONTROL →





## info



**FROM:** Nintendo  
**A BIT LIKE...** Every 2D Mario game ever released!  
**WEB:** <http://mariobros.wii.com>  
**PRICE:** £39.99  
**PEGI AGE RATING:** 3+



Another character in your way? Just pick 'em up and lob 'em!

Just missed that Star Coin there, and you really don't want to do that.

# Super Mario Bros. Wii

Four times the fun?

**S**ome people would argue that heading back to its two-dimensional roots for Super Mario Bros. Wii is a step backwards for Nintendo. Those people are wrong though, as the original Mario games are some of the most beautifully designed and playable games ever created. And we're also pleased to say that this new Mario game is still as playable and ridiculously addictive as any Mario game that's come before it.

As you'll see from these shots, graphically it's functional rather than groundbreaking. There's the odd nice graphical touch – a torch effect being a highlight – but generally it looks very similar to New Super Mario Bros. on the DS. But that's not where the similarities end, as the gameplay mechanics are also very familiar, too. The joy with Super Mario Bros. Wii is that any Mario fans will be right at home here, instantly able to pick up a controller

and play, joining the action in seconds. You can still drop down through secret exits to bonus rooms, knock boxes to reveal coins, collect Star Coins and leap onto the flagpole at the end of each stage for a bonus life.

There is still plenty of innovation to be found here, though. Most importantly, is the four-player mode. You and up to three other friends can control an admittedly limited range of characters, where the soul aim is to

## It's-A me, MARIO!

Three things that seriously impressed us



OLD FRIENDS

TAKING CONTROL

FOUR PLAY

### OLD FRIENDS

Fans of small dinosaurs will be pleased to hear that Yoshi is an important character in the game. You can ride on him, and his controls are a mixture of both Super Mario World and Yoshi's Island, so you can eat fruit, fireballs and enemies, and also hold the jump button to hover – which is perfect for reaching those hard-to-reach coins.

Ah, those bitey plants... we really, really hate those bitey plants.







We're particularly fond of these lighting effects.



Expect more than a few fights over who gets to play as Mario.



Penguin suits? That's another first for this new Mario game.



to the end of each stage. You can play cooperatively or you can fight to the virtual death, but there are no specific multiplayer game modes to speak of.

Usually, we were relieved to discover that all this additional multiplayer mayhem was not done at the expense of a riveting single-player mode, meaning that Super Mario Bros. Wii is pure distilled gaming genius, whether you're playing on your own or with friends. Although playing with a few mates has the edge. Just. And the new multiplayer bonus games (Free For All and Coin Battles) dissolve hours at a shocking rate.

Super Mario Bros. Wii proves that, at the end of the day, gaming genius isn't about flashy graphics, complex narratives or pointless gimmicks. Instead it's about the gameplay and clever game design. Gameplay that grabs you from the moment you pick up the controller till that point several hours down the line when it has to be forcibly removed from your rigid claw-like hands.

This game may have a dimension less than most Wii games but it more than makes up for it in the other departments. Trust us, you simply *have* to own this game. Like, now.

**"The new multi-  
PLAYER BONUS GAMES  
DISSOLVE HOURS AT A  
SHOCKING RATE"**

## TOP TIP



Each stage has three Star Coins hidden around it, and if you collect all three of them then you can then spend them at the castle in each world to unlock hint movies. The challenge of collecting all of them soon becomes very addictive!



## QUICK QUIZ!

## Briefly Speaking

Mario returns to the Wii, but this time he's returning to his classic 2D roots to deliver a Mario gaming experience unlike any other. With up to four players and tons of extras, this is a game that simply cannot be missed.



### PLAY TIME

HOURS

**DAYS**

Weeks



### DIFFICULTY

**EASY**

MEDIUM

ARRGH!



### FUN FACTOR

DULL

COOL

**YIPPEE!**

**VERDICT**  
Classic stuff!

**9**





THE MUSIC EVERYONE  
KNOWS & LOVES

# BAND HERO



PLAYBACK OPTIONS:

65 SONGS BY THE BIGGEST POP ARTISTS

MUSIC BY

DUFFY

DURAN DURAN

JACKSON 5

KT TUNSTALL

LILY ALLEN

MARVIN GAYE

NELLY FURTADO

& MANY MORE...

PICK UP THE BAND KIT  
OR THE GAME



OUT NOVEMBER 6TH  
BANDHERO.COM



PlayStation 2



ACTIVISION



CONTROL →







# I AM LEGEND

You may know the games, but how well do you know the man behind them?

**A**ny new Mario game is a big event to most of us. From the first tentative announcement to the giddy moments when we actually have the game in our hands, a game featuring the plumber from New York is practically a guarantee of value. But why is this? And why have we taken him to our hearts? If you're new to the gaming world, then these could well be questions you'd be asking yourself. Thankfully, we have the answers...

## Early beginnings

Mario originally appeared in an arcade game from 1981 called Donkey Kong (yep, *the* Donkey Kong), where he was originally called Jumpman and given the task of rescuing the fair maiden (who went by the hugely romantic name of Pauline) from the enormous sweaty gorilla. It was an instant gaming hit for both Nintendo and its young games designer tasked with creating it, one Shigeru Miyamoto.

Donkey Kong's sequel (Donkey Kong Junior) was the first occasion where he was referred to as Mario, but it wouldn't been until 1983 before he got his own starring role (albeit alongside his brother Luigi) in the arcade game Mario Bros.

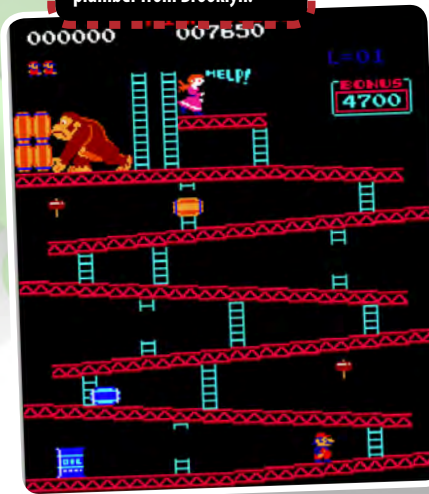
The real turning point for our mustachioed macho man though, came in 1985 when Super Mario Bros., the first 'proper' scrolling platformer, was released for the Nintendo Entertainment System (or NES for short). Still under the watchful glare of Miyamoto, the simple yet addictive gameplay ensured that Nintendo had a hit on its hands. This was the game (like Sonic on the Mega Drive) that would sell consoles. And in their millions. In fact, up until Wii Sports topped it this year, it was the best-selling computer game of all time – selling over 40 million copies worldwide!

After that success, Miyamoto went on producing hit after hit for the next 24 years (including a direct hand in every Mario game, plus Mario Kart, Nintendogs, the Zelda games, Starfox and Wii Fit). Quite simply, he's the best and most respected games designer on the planet.

There has been the odd peculiarity (Paper Mario anyone?), but no other character can claim to have the back catalogue and almost certain guarantee of gaming excellence that Mario has – he's sold, in total, around 210 million games worldwide!

And there's more to come! We've just had New Super Mario Bros. Wii (check out our review on the last two pages for more on that) and we've also got Mario Galaxy 2 to come next year – and every indication is that it's going to be brilliant. This means that whatever the future holds for Mario and his friends and family, one thing we can be sure of is that he's going to be around for many more years to come. 🍄

**Donkey Kong: The first game to feature young Mario, the plumber from Brooklyn.**



## MARIO TRIO

Three Mario games you cannot do without



MARIO 64

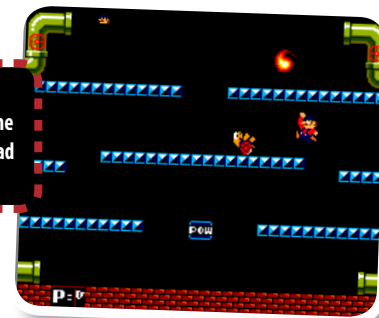
SUPER MARIO DS

MARIO KART

## MARIO 64

Mario 64 took the classic Mario gameplay and added a third dimension to bring us the world's first 3D platformer. It's a stunning achievement and an incredible game. And, unlike most older games, it's still as playable now as it ever was. Don't believe us? Well you can find out for yourself, as Mario 64 is available to download on the WiiWare service.

**1983's Mario Bros. for the arcades: The first time Mario had a starring role.**





# PREPARE FOR AN ALL-OUT BRAWL VS



PLAYBACK OPTIONS:

## OUT NOW!

TEENAGE MUTANT NINJA  
**TURTLES**  
**SMASH-UP**



Pick from a variety of characters to create a near limitless number of match-ups



Comic-style storyline co-written by TMNT co-creator Peter Laird



Detailed stages, destructible environments, and surprises around every corner



Wii

WWW.TMNTGAME.COM



UBISOFT

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CONTROL →





info



**FROM:** Activision  
**A BIT LIKE...** Medal of Honor Heroes 2  
**WEB:** [www.callofduty.com](http://www.callofduty.com)  
**PRICE:** £39.99  
**PEGI AGE RATING:** 16+



# Modern Warfare

Better late than never?

It may well be two years later than we really would've liked it, but we've got no problem with late arrivals around here – especially when they have 'Modern' and 'Warfare' in the title – but is it too little, too late for the game? The simple answer to that question is 'no, of course not'. The more detailed one is 'no, of course not,

but we still had the odd twinge of disappointment, too.

Reflex is, at its heart, a faithful conversion of the original. The graphics do obviously suffer (especially if you're used to playing the original on a HD-enabled TV like us), but the developers have done an adequate job in that department – although we did think that Reflex lacked some of the

graphical style of the previous Call of Duty games on the Wii. We suspect though, that could be down to the complexity of converting Modern Warfare rather than any sloppiness on their part.

And we would like to have seen more exclusive content for the Wii version. Some updated multiplayer options and a 'drop-in, drop-out' second player option is okay, but new multiplayer maps, or even a whole new single-player campaign, would've improved things even further.

Control is, as you'd expect, via the Remote and Nunchuk – using the



Try not to look too long at the graphics. Just try to love the gameplay.

You'll spend most of this mission crawling through the long grass.



Roll over screen for annotations



## Briefly speaking

The classic shooter finally makes it to the Wii, and although you get the complete game, it's fair to say that it is a little rough around the edges. Its adult tone means that it's strictly for the 16+ gamers out there, too.



PLAY TIME

HOURS

DAYS

WEEKS



DIFFICULTY

EASY

MEDIUM

ARRGH!



FUN FACTOR

DULL

COOL

YIPPEE!

VERDICT

A solid conversion

8



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## info



**FROM:** Activision  
**A BIT LIKE...** Call of Duty 4:  
 Modern Warfare  
**WEB:** <http://modernwarfare2.infinityward.com>  
**PRICE:** £29.99  
**PEGI AGE RATING:** 16+



Controlling a tank gives you the opportunity to blow buildings apart. Which is always fun.



# Modern Warfare Mobilized

Who says that size matters?

While most people are still talking about either Modern Warfare 2 on the big consoles or Modern Warfare Reflex on the Wii, it's worth remembering that Mobilized is still a game for the DS that's worth talking about. Here's why.

Despite the fact that it's running on a handheld console and you need to rely on the limited controls for a hell of a lot of command inputs, Modern Warfare Mobilized is a game that rarely fails to impress.

The control method has been criticised elsewhere, but we actually like it. You move around with the

D-pad, shoot with the left trigger button and look around with the touchscreen. Other inputs (like throwing grenades, changing weapons and interacting with the scenery) are all also done through the bottom screen, too.

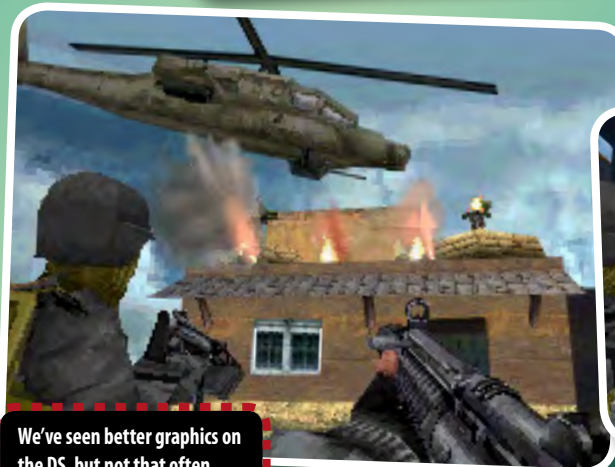
Graphically, Mobilized is functional rather than groundbreaking. Spotting the enemy is occasionally tricky among the blocky and multicoloured buildings, but it's still great fun – especially if you're lucky enough to have mates for the multiplayer options. Mobilized is that rarest of beasts: a class first-person shooter on the DS. 🐉

"MOBILIZED IS THAT RAREST OF BEASTS: A CLASS FIRST-PERSON SHOOTER ON THE DS"

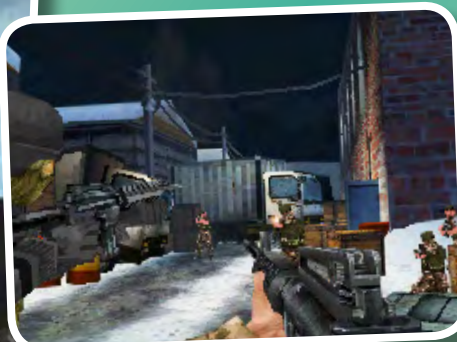
## Top Tip



**T**argeting your enemies can often be tricky – especially if you stumble across a group of them. The trick is to take it steady, use cover when possible and slowly and carefully move your crosshairs into place before firing.



We've seen better graphics on the DS, but not that often.



## Briefly speaking

Modern Warfare returns to the DS, and it's a game packed with options and neat touches. Its adult theme means that you do have to be over 16 to play it though, but portable fragging doesn't get much better than this.

### PLAY TIME

HOURS

DAYS

WEEKS

### DIFFICULTY

EASY

MEDIUM

ARRGH!

### FUN FACTOR

DULL

COOL

YIPPEE!

## VERDICT

A pocket rocket!

8



## info



FROM: SCEE Cambridge

A BIT LIKE... Super Mario Bros.

WEB: [www.littlebigplanet.com](http://www.littlebigplanet.com)

PRICE: £24.99

PEGI AGE RATING: 7+



# LittleBigPlanet

Grab your PSP for a LittleBigAdventure!

Has there ever been a cheerier looking lead character than LittleBigPlanet's Sackboy? We certainly don't think so, but he has every reason to be happy. Bursting onto PSP just in time for Christmas, LittleBigPlanet's a jovial trek across a patchwork world, filled with intrigue, adventure and a tonne of smile-inducing fun-for-all ages gameplay.

At its core, LBP's a fairly standard side-scrolling platformer, as our button-eyed Sackboy navigates platforms and ledges and uses a variety of objects (like the jetpack –

a firm favourite in the GamerZines office) to reach his end goal, but it's been gifted with its own niche: creativity. Creation is the central theme behind LittleBigPlanet, with players able to create their own levels and share them with friends over a WiFi connection. The 'What You See Is What You Get' level creator is an absolute doddle to use, while the 'Collect From Friend' option gives you easy and immediate access to your friends' creations over a local network.

But even if you don't fancy heading into the online arena, the levels that

ship with the game will be enough to tide you over for a fair while. Admittedly, the platforming itself doesn't feel as strong as some of the genre's finest, feeling relatively floaty and inaccurate by comparison, but the sheer brilliance and imagination on display in each of LittleBigPlanet's magnificent levels more than makes up for it. It's a graphical powerhouse too, matching the PS3 version like for like in the presentation stakes.

Another strong performer on PSP, LittleBigPlanet goes some way to show how it can be done with a little thought and creativity, and is almost an essential purchase.

## Briefly speaking

PS3's 'Create, Share, Play' heavyweight makes the transfer to handheld without a single hitch. A pitch-perfect port that's filled with all new ideas and a ton of creativity.



You can mess with Sackboy's emotions using the D-pad.

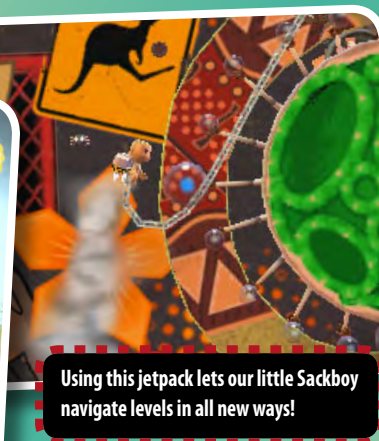


## PLAYZINE Challenge

Think you've got what it takes to take on the developers at their own game? Try creating your own level and see how well it does among the online community. Remember to theme it using stickers, and mix it up a little – a basic mix of running and jumping is so 80s!



A camel on a skateboard wearing goggles... This is relatively normal in the world of LittleBigPlanet.



Using this jetpack lets our little Sackboy navigate levels in all new ways!



### PLAY TIME

HOURS

DAYS

WEEKS



### DIFFICULTY

EASY

MEDIUM

ARRGH!



### FUN FACTOR

DULL

COOL

YIPPEE!

VERDICT  
LittleBigFun!

9



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It's best not to ask what Zeddemore is holding.

# GHOSTBUSTERS: The Video Game

Who Wii gonna call?

**A**s with so many Wii ports these days, Ghostbusters on Wii is largely the same game we played a few months ago on PlayStation 3 (P3Zine, issue 29) but given a charming visual workout and a surprisingly good control overhaul to appeal to the format's audience.

And it's largely a more accomplished game because of it. The stylised cartoon visuals

perfectly suit the comic tone of the game, superbly backing up the witty commentary from Bill Murray, Dan Aykroyd and Harold Ramis, while the impressive battles between paranormal heavyweights Slimer and Stay Puft feel all the more thrilling as players tug on their Remotes to desperately drag the ghostly ghouls towards their trap.

The implementation of co-op play, too, which replaces the 360/PS3's

online modes, provokes a barrel-load of laughs and some much needed sense of camaraderie as our rookie male and female leads trek carefully through the haunted hotels, spooky streets and mysterious museums side-by-side.

It may lack the bells and whistles of the HD versions and it's still disappointingly short, but the more natural control setup and perfectly suited cartoon visuals ensure that bustin's never felt quite as good as it does on Wii! 🐾

## TOP TIP



**D**o you think you have what it takes to be a Ghostbuster? You'll have to use every ounce of your strength to contend with some of the bigger ghosts here, and be sure to lay your trap as close as possible to the ghost for a quick capture.



info



FROM: Atari

WEB: [www.ghostbustersgame.com](http://www.ghostbustersgame.com)

PRICE: £39.99

PEGI AGE RATING: 7+



Watch out for ectoplasm!



Stantz is one of IWantOneOfThose.com's greatest customers...

## Briefly Speaking

A pseudo-sequel to the classic films, Ghostbusters: The Videogame straps us straight into the paranormal world of Venkman and co. The customised controls and revamped visuals ensure that the Wii port is the best version of the game around.

### PLAY TIME

HOURS

DAYS

WEEKS

### DIFFICULTY

EASY

MEDIUM

ARRGH!

### FUN FACTOR

DULL

COOL

YIPPEE!

## VERDICT

Frighteningly good!

8





info

# DJ Hero



DJ Hero gets us in a spin



Well-known DJs make an appearance, including DJ AM.



## QUICK QUIZ!

If we're being totally honest, then the Guitar Hero/Rock Band bubble has pretty much burst for us. Yes, we got a lot of enjoyment out of Beatles Rock Band, but to be fair, there's only so many updates and sequels you can do before the interest dips.

Activision have clearly realised this too, and so here we have DJ Hero, the natural successor to the Guitar Hero games, and we're very happy to say that it's excellent.

The fundamentals of the gameplay are identical, so you still have to hit certain buttons when marks on a scrolling line hit the

right point, but as you'd expect, there are also some features unique to controlling a deck rather than a guitar. You still have three coloured buttons, but you can now add crossfade (via a slightly tricky to control slider switch) and the ability to scratch by jerking the turntable and also, for those classic DJ moments, the chance to rewind back through a section of the track.

DJ Hero is endorsed by some classic dance artists (including Grandmaster Flash, Eminem and the late DJ AM) and, along with their likenesses in the game, they've also supplied their remixing skills to bring you over 90 tracks –remixing the likes of David

Bowie, Queen and (ahem) MC Hammer. They're expertly done though, and add a ridiculous amount of charm to what is already a well thought out and enormously playable gaming experience.

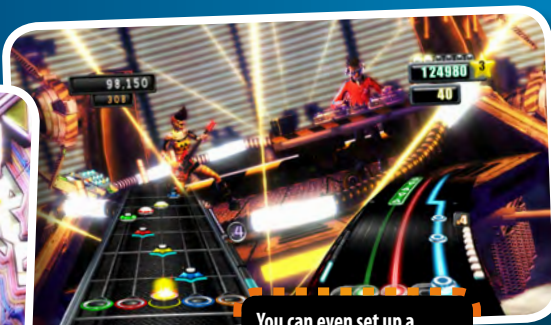
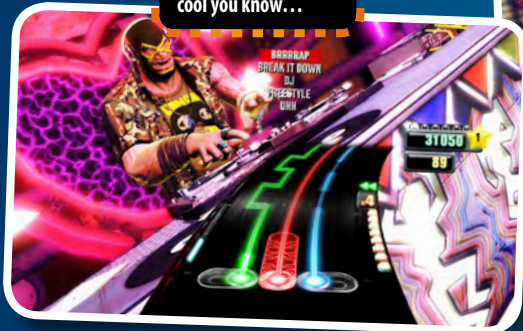
So, what could've been a rushed cash-in on the Hero name is in fact the beginnings of a whole new branch of the franchise. Like Guitar Hero before it, it's easy to pick up and play, hugely addictive and almost impossible to master. But try you will, and we're already looking forward to the inevitable sequels and what they'll bring to the game. 🐾



FROM: Activision  
A BIT LIKE... Guitar Hero  
WEB: [www.djhero.com](http://www.djhero.com)  
PRICE: (deep breath) £99.99  
PEGI AGE RATING: 12+



DJs don't always look cool you know...



You can even set up a guitar versus decks battle!

## BRIEFLY SPEAKING

Moving away from guitars and onto the decks, the Hero series lives on in spectacular fashion. It's obviously helped by a remix-packed disc of stunning proportions, but the high cost may put some people off, though.

### PLAY TIME

HOURS

DAYS

WEEKS

### DIFFICULTY

EASY

MEDIUM

ARRGH!

### FUN FACTOR

DULL

COOL

YIPPEE!

## VERDICT

A heroic effort

9







# Next month

# HAPPY NEW YEAR!

**Next issue we'll bring you a massive round-up of the games you'll be playing next year – and we promise some surprises, too!**

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